

4+ players each create:

1 HERO & 1 VILLAIN per other player,  
each with name & powers;

2 CRISES per player (crimes,  
disasters, etc.)

Players divvy up the Heroes (then,  
separately, Villains) by draft.

The DISPATCHER reads a random  
Crisis aloud. Each other player except  
the one to Dispatcher's right (the  
REPORTER) nominates a Hero. The  
Dispatcher chooses one to solve the  
Crisis.

The player to that Hero's left (the  
NEMESIS) GMs a scene for the Hero,  
incorporating one of the Nemesis'  
Villains and describing THREATS the  
Hero faces, setting each one's  
DANGER from 1-6. To win a Threat,  
beat its Danger on 1d6. +1 for using a  
power, +2 if it's a good fit, +3 if it's  
perfect (by consensus).

The Nemesis narrates 1-6 Threats of  
escalating Danger. Win a Threat & get  
points equal to its Danger; fail & your  
Nemesis gets them. If the Hero wins  
the final Threat, the Crisis is solved  
and the Dispatcher gets 10 points.

The Reporter writes a headline  
summarizing the scene, then plays  
Dispatcher next turn.

Once each player's been Dispatcher  
twice, one player featured in the best  
headline wins – Hero OR Nemesis,  
whoever has more points.

# ***Dial-A-Cape!***



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